

テンカトリテ (**Tenka Trick**)

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Players: 3-4

Playing time: 20 minutes

Tenka Trick is a trick-taking game inspired by the Sengoku period in Japan.

GAME FLOW: Each player plays one card from their hand, and the player who plays the strongest card wins the "trick," which is a mini-game. The player with the most won "tricks" wins the game.

In this game, the player designated as the "lead player" is called the General and plays a "battle card" from their hand, and each player takes turns playing one battle card to participate in the battle (trick).

The player who wins the battle takes the battle cards on the table. At the end of the game, points are calculated, and the player with the most points wins.

CARD TYPES:

General's Card (1 card): A card that specifies the direction of the battle card. It is placed in front of the General. At the end of the game, the General can earn 8 points.

Battle Cards:

- **Country Cards** (45 cards): These cards consist of 7 different factions (family crests) and combinations of 5 types of countries (Military, Agricultural, Industrial, Commercial, Maritime). They are fought with the military strength specified by the General's card. At the end of the game, each card is counted as 1 point.
- **Trump Card "Emperor"** (1 card, 5/5 purple faction): A card that functions as the Emperor faction. It does not contribute to the score, so after the battle, it is placed face up beside the deck.
- **Trump Cards "Temples and Shrines"** (2 cards, 3/7 light green faction): These cards function as the Temples and Shrines faction. They do not contribute to the score, so after the battle, they are placed face up like a pile beside the deck.

Explanation Cards (4 cards): These cards list the types and quantities of battle cards and are placed in front of

each player.

SETUP: 1) Determine the General. The player who becomes the General places the Nishiki (light) side of the General's card face up in front of themselves. The other players become vassals.

2) Shuffles the battle cards face down before dealing 7 cards to each player. Each player uses the 7 cards they are dealt as their initial hand.

3) Place the remaining battle cards face down as a deck in the center accessible to all players.

GAME FLOW (BATTLE): Starting with the General and proceeding clockwise, everyone places one card face up on the field during the Battle Preparation. Please follow the orientation of the cards based on the General's card. Once everyone has placed one card from their hand, the battle begins.

The General can play any battle card during this phase. Vassals must play a battle card of the same faction (General's faction) as the card played by the General if they have one in their hand. However, they can play any battle card if the following conditions apply:

- They don't have any battle cards of the General's faction in their hand.
- The General has played a Trump Card.

Additionally, vassals can play Trump Cards at any time regardless of the General's faction.

BATTLE RESOLUTION: If all the cards on the battlefield have the same faction, no battle occurs, and the player with the highest military strength becomes the next General.

A battle takes place when there are two or more different factions on the battlefield. The military strength is totaled for each faction, and the faction with the highest military strength wins. In case of a tie, the General's faction wins. Among the victorious factions, the player with the highest military strength becomes the next General.

However, if a player has used a Trump Card, the following special rules apply:

- If multiple Trump Cards are played (2 or more), it results in a **draw** where no player

becomes the next General.

- If there is a Trump Card "Emperor" on the battlefield:
 - If the General plays a Trump Card, the General wins, and the next battle also has the same General.
 - If a vassal plays a Trump Card, all **factions** except the General's faction are considered as Emperor's faction, and their military strength is totaled. If the Emperor's faction wins, the player who played the Trump Card "Emperor" becomes the next General.
- If there are Temple and Shrine Cards on the battlefield:
 - The military strength of the Agricultural Country cards on the battlefield is totaled as Temple and Shrine faction. However, if a vassal plays the Trump Card "Temples and Shrines," and the General plays a country card (Agricultural Country), the General cannot be considered as Temple and Shrine faction. If the Temple and Shrine faction wins the battle, the player who played the Trump Card "Temples and Shrines" becomes the next General.
 - If the General plays the Trump Card "Temples and Shrines," and all vassals play Agricultural Country cards, it results in a **draw** where no player becomes the next General.

Uprise: If the victorious faction is not the General's faction, an "Uprise" occurs. When an Upset happens, flip the General card.

Draw: In special circumstances, the following situations result in a draw. There is no change in the General during a draw:

- If multiple Trump Cards are played (2 or more).
- If the General plays the Trump Card "Temples and Shrines," and all vassals play Agricultural Country cards.
- If there are 3 or more factions on the battlefield, the General has the lowest military strength, and the vassal factions have the same military strength.

POST-BATTLE: In the case of a draw, everyone

retrieves the country cards they played.

In all other cases, the victorious new General collects all the country cards on the battlefield and distributes one card to each vassal of the same faction. However, if the General played a card and won alone, no distribution of country cards takes place. The new General also acquires the General card and places it in front of themselves.

(When an **Uprise** has occurred) In the case of an Uprise, the new General chooses a faction from the country cards acquired by the previous General and confiscates (acquires) all the cards of that faction.

- The new General cannot choose the faction with the most cards (if all factions have the same number of cards, any can be chosen).
- If the previous General has not acquired any country cards, confiscation cannot be performed. If at this point, a player has no hand cards left, the game ends; otherwise, it proceeds to replenishing hand cards.

END GAME: When the game ends, scoring is calculated for each player.

- 1 point for each country card acquired
- 5 points for the player who acquired the most of each type of country card (2 points each in case of a tie)
- 8 points for the player who holds the General card

The player with the highest total points wins. In case of a tie, the following order determines the winner:

- If tied players hold the General card, the player with the General card wins.
- If no tied player holds the General card, the player with the most country cards wins.
- If tied players have the same number of country cards, it's a draw.